The LIAUG Lighthouse

The newsletter of the Long Island Atari User Group

March. 1989
Volume 5 No 3

President's Message on page 13



Long Island Atari User Group

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Islip, NY 11751
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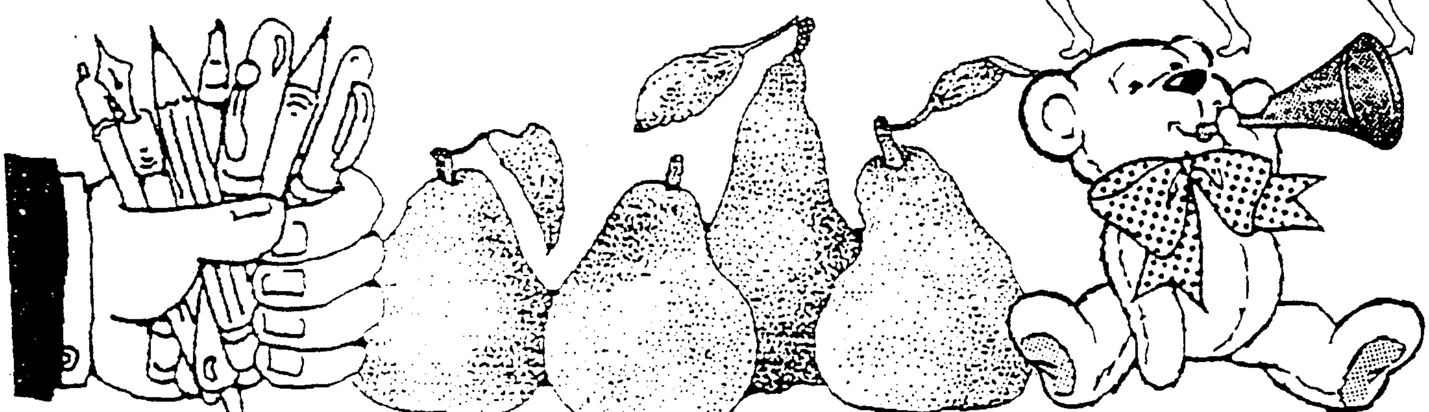
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1/2 Page	20.00
Full Page.......................................	30.00

Rates are per issue - camera ready copy only Consecutive ads placed at the same time receive a 10% discount per issue with a 30% maximum. Send a& to our regular mailing address

Directions to the library: From the Long Island Expressway: Take exit 58 North (Old Nichols Road), continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd Continue west for 1 1/2 miles to the Nesconset Plan on the right hand side of the road The library is located in the west end of the plaza.

From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meeting begin at 12:00 p.m. in the library 's community room and end at 4:00 p.m.

Current UAUG Officers

President..	John I. Aalto, Jr
Secretary/Treasurer	Randy Constan
Librarian 8 bit..	Jim Harris
Librarian 16 bit..	Harvey Schoen
BBS Sysop..	Patrick J. Mulvey
Librarian Video..	Neil Trenk
Int'l correspondent..	Horst DeWitz
Newsletter Editor..	Harvey Schoen

Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $1 5 per year plus $5 for the mailing of the newsletter.

The newsletter is currently being produced on a 520ST with 1mbyte memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher.

If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

Our address is:

LIAUG

P.O. Box 92

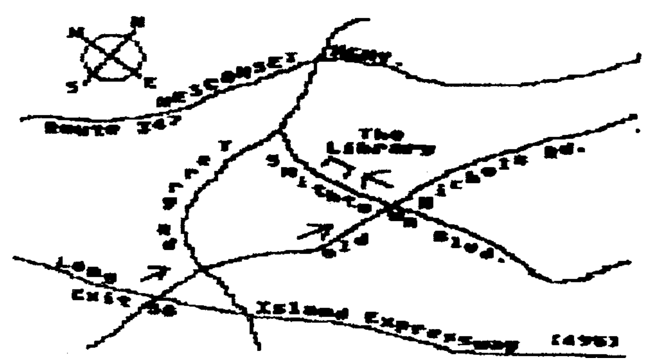
Islip NY 11751

Our BBS number i s

(516) 221-8462

If no answer call:

(516) 221-2964 and leave a message.



Birthday Party for Bit Byter Club

ATARI BIT BYTER CLUB USER CLUB e.V.

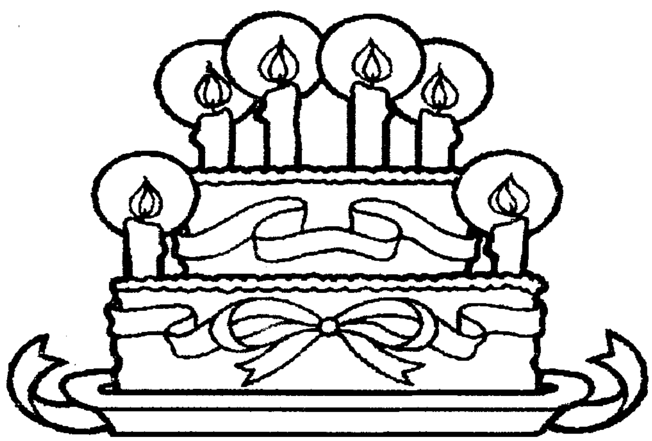
(ABBUC for short.) Birthday: October 19th 1985 Size: 8 People Address: Wieschenbeck 45 D-4352 Herten West Germany

Details: just read on!

Article written by Horst A Dewitz (ABBUC submitted material which was translated and formed the basis lor this article!)

October 19th 1985 was the birthday of ABBUC. A small group of computer enthusiasts decided it was time to organize. There were 8 of them. Decisions had to be made and plans to be developed in order to establish a club of users for all users to participate in.

On January 6th 1986 ABBUC incorporated and officially became known as "ATARI BIT BYTER USER CLUB e.V."(e.V.=Inc.) From the start ABBUC decided to be a nationwide. rather then a regional, club. Reasoning was that a regional club would not find enough support for one brand of computer. Therefore only a limited flow of information would be possible.



That leads to the purpose and goal of ABBUC: collection of information about ATARI compurers and the distribution of such information to the members, as well as furthering contacts with other clubs, especially foreign. Information encompasses many items, not only programs, but schematics,programing techniques,ATARI store supports, literature etc. Keeping in mind that ABBUC is strictly 8 bit(ATARI 800 thru 130XE), a fact that German publications seldom publish; that is about ATARI in general, and the 8 bits in particular. Contacts are not restricted to club members. but include other interested parties.

The Club Headquarters offers assistance to all members in dealing with contacts. Members are encouraged to hold regional meetings, to establish SIG's for different interests (programing languages. model railroad controls etc.).

Since ABBUC is a national club, members usually do not meet personally. There is an annual meeting, at which some members do meet. but no monthly meetings as we know them. Another situation for meeting fellow members is at national and international electronic fairs. at which ABBUC exhibits. ABBUC is proud of the fact that they are in constant contact with more then 25 international clubs (01' Hackers and LIAUG are among them!), furthering ABBUC's goal of gathering and dispensing information to club members.

Most of ABBUC's activities involve answering specific questions concerning ATARI equipment. Questions arrive either by mail or by telephone, and, as of late, questions can be answered on ABBUC's BBS (Electronic Mailbox. their terminology!). Sorry, no direct hookup. acoustic coupler only and only after 7.00 PM. Saturdays from 3.00PM.

In addition. ABBUC publishes a quarterly newsletter on disk. covering general information, graphics. sound .utilities applications and games. Because ABBUC is a club for participating, all items are submitted by club members. For some submissions, prizes are awarded. Regional and national programing contests are continually conducted; the winner naturally also receives a prize.

ABBUC maintains an extensive public-domain library, containing over a 100 disks. They are sorted by category and are in German and English.

Hardware is not a foreign word to ABBUC; a member recently developed a EPROM card for the 800XL/130XE. which will load DOS,TURBO BASIC. PRINTER DRIVER thru joystick ports and more without the use of a disk drive. This card is available to members at cost. Hardware and software from many companies, thru special arrangement, are available to members at a discount.

ABBUC also publishes books thru its own publishing company. ABBUC is always looking for authors. ABBUC. the largest 8 bit club in West Germany (according to ATARl GERMANY) is a non- profit organization, in private hands. ABBUC officersare donating their free time to conduct ABBUC's business.

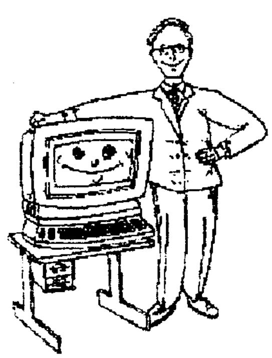
ABBUC is in no way connected with the ATARl CORP.. but recognized by the ATARl CORP. ABBUC sustains itself thru membership fees and the sale of PD software. Any excess income is returned to the members, mostly in the form of bonus disks, which are in addition to the quarterly newsletter disk.

From its humble beginnings of 8 dedicated people. ABBUC evolved into a membership roll of 580. Despite the influence of the 52011040 ST's and the resulting departure of members. ABBUC has been able to attract enough new members to stay at a very stable membership level.

New membership is attracted thru computer magazine ads. the Dortmund. West Germany, electronics fair and the reputation of ABBUC. New members also come from contacts made at local city minifests, which ABBUC participates in with an exhibition. An occasional program written by an ABBUC member and published in a computer magazine has brought new members as well.

Another avenue for new members came from pirating the quarterly newsletter on disk. Yes, if you wanted PD software, schematics etc. written about in the newsletter you pirated. you needed to be a member to obtain them.

ABBUC likes to remind all members that in order to achieve ABBUC's goals. all members must participate in one form or another. Without participation by its members, ABBUC, as well as any other club for that matter. is doomed to failure. Despite the lack of support by the ATARI CORP. and many software houses. ABBUC expects to continue to support and further the 8 bit machines.



Copyright Law

Jordan J. Breslow

1225 Alpine Road. Suite 200

Walnut Creek. CA 94596

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Continued from February *1989* issue.

3. Who Owns The Program You Wrote?

3.1. Introduction

The starting point of this analysis is that if you wrote the program. you are the author, and copyright belongs to the author. HOWEVER. that can change instantly. There are two common ways for your ownership to shift to someone else:

First. your program might be a "work for hire."

Second, you might sell or assign your rights in the program, which for our purposes means the copyright.

3.2. Programs written as an employee

Most of the programs which you write at work, if not all of them, belong to your employer. That's because a program prepared by an employee within the scope of his or her employment is a "work for hire." and the employer is considered the author. This is more or less automatic if you are an employee -- no written agreement is necessary to make your employer the copyright owner.

By contrast. if you can convince your employer to let you be the copyright owner, you must have that agreement in writing.

By the way, before you give up hope of owning the copyright to the program you wrote at work. figure our if you are really an employee. That is actually a complex legal question. but I can tell you now that just because your boss says you are an employee doesn't mean that it's so. And remember that if you created the program outside the scope of your job. the program is not a "work for hire."

Finally. in California and probably elsewhere. the state labor law provides that employees own products they create on their own time. using their own tools and materials. Employment contracts which attempt to make the employer the owner of those off-the-job inventions are void, at least in sunny California.

3.3. Programs written as a contractor

Wait a minute: I'm an independent contractor to Company X, not an employee. I come and go as I please. get paidby the hour with no tax withheld, and was retarned to complete a specific project. I frequently work at home with my own equipment. Is the program I'm writing a "work for hire," owned by the Company?

Maybe. maybe not. In California. this area is full of landmines for employers, and gold for contractors. A contractor's program is not a "work for hire," and is not owned by the company, unless

(1) there is a written agreement between the company and the contractor which says that it is. and

(2) the work is a commissioned work. A commissioned work is one of the following:

(a) a contribution to a collective work.

(b) an audiovisual work (like a movie, and maybe like a video game).

(c) a translation.

(d) a compilation.

(e) an instructional text.

(f) a test or answer to a test. or

(g) an atlas.

I know you must be tired of definitions, but this is what the real legal world is made of. An example of a collective work is a book of poetry, with poems contributed by various authors. A piece of code which is incorporated into a large program isn't a contribution to a collective work. but a stand-alone program which is packaged and sold with other stand-alone programs could be.

So where are we? if you are a contract programmer, not an employee. and your program is a commissioned work, and you have a written agreement that says that the program is a "work for hire" owned by the greedy company, who owns the program? That's right, the company. But guess what?

In California and elsewhere the company just became your employer! This means that the company must now provide worker's compensation benefits for you AND UNEMPLOYMENT INSURANCE

To be continued...........



Atari MEGA and ST Scholastic Series

Bentley Bear Spelling Bee and Magical Math I

Atari Corporation

1196 Borregas Avenue

Sunnyvale. CA 94086

Review by Tony Cervone - MVACE

Let me start off by saying the most important thing first: if you have young children between the ages of 5 and 10. the Bentley Bear series of "At-Home Tutor" programs are for you. As a matter of fact, I have two daughters, one is 5 and the other is 9 and they both enjoy playing Bentley Bear.

That's one of the things I like about the Bentley series -- they are educational programs that kids will enjoy playing while they are learning. These programs are very similar in construction so I'll explain them together when that is appropriate.

Both programs have as the "hero" a cute little bear named Bentley. Both have two screens. a start-up screen and the main screen which the child will use after play initiates. Spelling Bee comes with a color and mono version. but I much prefer the color version although the mono version runs a little faster and smoother.

Loading the programs is easy. My 5 year old has no trouble inserting the disk and double-clicking on the icon which starts the loading process. She then gets to her start-up screen.

The Spelling Bee program is really a version of the game "hang man". Only in this game. Bentley is sunning himself at the pool and wants to get a drink of his favorite honey cooler. A word is presented on the screen with only the first letter filled in. Bentley (your child) must guess the letters that make up the word. A seagull is also present

on the screen. Each time a wrong letter is chosen, the seagull hops closer to the honey cooler drink. if ten incorrect letters are picked, the seagull drinks the honey cooler and Bentley gets a very sad look on his face.

Although not a true spelling instructional program, I feel (and I am not an education expert) that this game is still useful in teaching children new words, how letters fit together to form words and in exposing them to new words.

There is a variance of difficulty which the child determines on the start-up screen from very easy words to very difficult words. That's why a 5 year old or a 10 year old can enjoy the same program. Also, you can always return to the start-up screen if you want to adjust the level of difficulty.



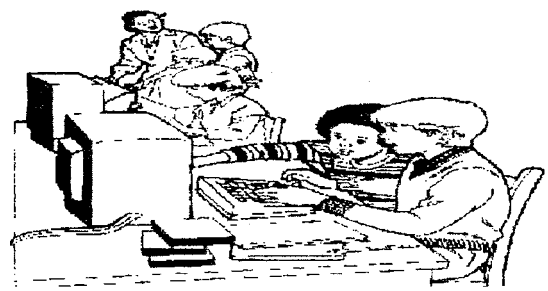
The Math program has a different dilemma for Bentley. In this program. Bentley is presented a math problem from a large. green dragon. If Bentley chooses the correct answer, he will receive a large diamond. If he chooses the wrong answer. the dragon shakes his head and Bentley can try again until his time runs out.

A witch is flying across the screen and when she gets to the dragon, the time us up. Once Bentley has correctly answered three math problems. he gets to walk across the diamonds to a large bowl of honey -- that's his reward.

The start-up screen for Math is very flexible. There is a thermometer which has a scale from 1 to 8 which controls how much time Bentley has to solve a math problem (it controls the speed the witch flies). There is a box which allows you to select the number of digits for the math problems (from 1 to 4).

You can choose to only do addition. subtraction, multiplication or division, or any combination of operations up to all four operations. As you can see, the level of difficulty is very broad allowing young children to do very simple addition and subtraction problems or older children to do complex multiplication or division problems to four places.

Both programs have cute, colorful graphics and theme music. They are both easy to operate. flexible and fun to play. They retail for $29.95 each and are available at Microtyme (800-255-5835) for $19.95 each.



I imagine Steve Schoemann (513-275-9218) can get them for you, also. Again, I highly recommend these programs to you if you have children between the ages of 5 and 10. Your kids will get many hours of enjoyment out of them and their math and spelling skills should improve, too.

Thanks to Microtyme for the review copies.

REGENT WORD STUDENT EDITION

Los Angeles, CA -- November, 1988 --

Regent Software has started shipping a new version of its popular Atari ST GEM word processor **Regent Word II. The Student Edition** is an inexpensive word processor aimed at the educational and small business market.

Regent Word II Student Edition sports many new features:

- Double column printing
- Unlimited printer support
- No copy protection
- 40.000 Word Spelling Checker (expandable to 100000 words)

"**Student Edition** is the only word processor that

completely fits into a stock Atari 520ST computer," says Will Robinson. *Regent Word* programmer, "If you want an extremely powerful word processor with a spelling checker. Word Up. Word Writer ST, and Word Perfect won't work unless you have a 1040 or Mega ST. Only **Student Edition** gives 520ST owners true word processing power."

Regent Word Student Edition carries a low $24.95 list price and is now shipping. A complete users manual and finished retail packaging comes with the product.

Regent Word Student Edition has been released in preparation for the 1989 arrival of *Regent Word* III. Using *Regent Software*'s graphics operating system RDOS, *Regent Word III* will allow ST users to use Macintosh and GEM (GDOS) fonts in a MacWrite-style word processor. Graphics from Degas Elite and other drawing programs may be placed within documents.

Regent Word Student Edition will continue to support the small business and education market, while *Regent Word III* will conquer the advanced word processing market.

Regent Software

P.O. Box 14628

Long Beach, CA 90803

(213) 439-9664 - FAX (213) 434-2310



BIT BYTER PROGRAMS # 15

by Horst A. Dewitz

SIDE A

AUTORUN.SYS --> Starts title picture

START.BAS --> Winning title picture by Reiner Bartknecht

MENUE.BAS

CONTENTS --> Main menu with data files

LESER.BAS --> Textview program for:

INFO.TXT BitByter News

PD-ECKE.TXT New PD software

KELINANZEIGE.TXT Small ads

PASCAL KURS III.TXT Pascal #3 course

BRIEF AN EINEN TOTEN Letter to a deceased

TESTBERICHT DOS XE.TXT DOS XE review

TESTBERICHT PRINT POWER Print Power review

PROGRAMERKLAERUNG.TXT Program descriptions

ZEHNER.BAS

ZEHNER.OBJ --> Driver for CX 85 key pad

SOUND.BAS

SOUND.OBJ --> A music piece, sort of an ad for ABBUC

FLIP.BAS --> Page flipping demo in GR.0 with 4 screens

LISTER.BAS

LISTER.OBJ --> Helps program listings on screen

SIDE B

AUTORUN.SYS --> Starts menu

MENUE.BAS

CONTENTS --> Main menu with data files

MORSE.BAS

MORSE.PIC

SCHALT.PIC

MORSE.COM --> Morse decode program. start with MORSE.BAS.

program text is on side a

EDI1'OR.COM

ANLEITU.TXT --> (Excellent)Text editor with printer output, compliments of the COMPY-SHOP. Boot DOS without basic,load with 'L' function. Press ESC. then 1 to load

(laden)Anleitu.TXT

LOESUNG.BAS

LOESUNG.EXE --> Puzzle solution from magazine # 14

KRYPTO.BAS --> New puzzle(send answer to address shown in program!)

START.BAS

ADRESSEN.BAS

DRUCKER.BAS

ADR.OBJ --> Address management program by Hermann Friedhof

5LINER.TUR --> Five lines program by Rod van der Haar.

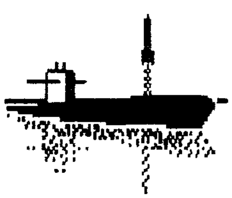
Loads with Turbo Basic

60ZEICH.TUR

60ZEICH.FNT --> Generates 60 character screen with font, by Rod van der Haar. Loads with Turbo Basic

GAG.TUR --> A gag from the Atari Club

ABC-ALMERE,Netherlands. Loads with Turbo Basic.





BATTLESHIP

A game for the Atari ST from EPYX, Inc.

P.O. Box 8020, 600 Calveston Drive

Redwood City, CA 94063

Review by Lee Vance - MVACE

BATTLESHIP is a computerized upgrade of the game most of us played on paper as kids. Two players (or one player and the computer) may play at a time, or a multiplayer tournament can be played.

Players arrange a fleet of *6* ships on a playing grid 20 squares on a side, out of view of his opponent. The ships occupy from 2 to 6 adjacent squares, depending on what type of ship is represented: Aircraft Carrier (6), Battleship (5), submarine (4) two destroyers (*3* each). and torpedo boat (2).

After the fleets are hidden, players take turns "firing" volleys of shots at his opponent by marking where on the grid the shots are to be placed. The number of shots you can place on your turn depends upon how many of your ships remain on the board - 4 shots for each ship remaining. When you finish marking your shots, the game's only animation takes place - a view of your ship's guns firing at the enemy's ships in the distance.

If one of your shots scores a hit, the picture of the enemy vessel slowly begins to sink. A hit must be scored on all squares occupied by an enemy vessel before it sinks completely. At the end of your volley of shots. the grid is displayed again showing where each of your shots has been placed, with hits on an enemy vessel being displayed in a different color.

The first player to sink all of his opponent's ships wins the game. The winner is treated to a "Victory Sail Past" of all his ships.

The program is self-booting and easy to play. I didn't observe any bugs, and never had it crash. My daughters (10 and 4) both played with little help. The 4 year old played a few games and lost Interest. The 10 year old played a few games with a neighborhood Iriend and then wanted to be shown how I used to play the game on paper in the "old days". They seemed to enjoy that method better.

The strategies involved are: 1> placing your ships in a pattern that is difficult for your opponent to figure out, and 2> developing a shot pattern that will find your opponent quickly.

While I enjoyed playing the game, there is no scoring system (except in tournament play), so you either lose or win, with no high score to beat. The instruction book is short but clearly written. Retail price $29.95, and Microtyme sells it for $19.95.

I don't buy many game programs, and probabiy would have passed this one up for something with a little more interactive action, but that is based on my own preferences and not the performance of this software. In my view, it does beat the way I played the game in the "old days".

Thanks to Microtyme for the review copy.

ST TRANSFORMER

January Update

- pinout of the Xformer cable
- new Xformer utilities
- other odds and ends

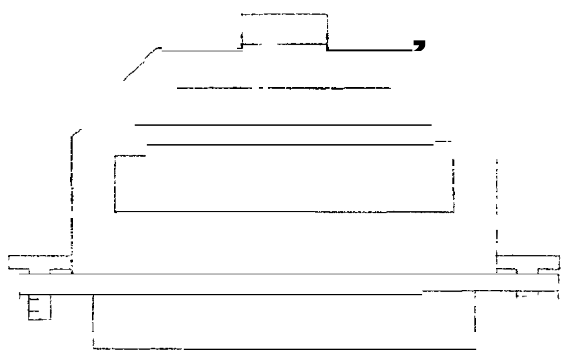
(C) 1989 Darek Mihocka

This file may be reprinted provided that it is kept in its entirety.

Last month. I made available the pinout of the Xformer serial cable, which allows 8-bit disk drives to be connected directly to the ST so that files can be moved back and forth between GEMDOS disks and Atari 8-bit 5 1/4" floppy disks.

There was an error in the pinout diagram of the DB-25 connector. I am repeating some of the information, along with the corrected diagram.

To build the cable, you require: one (1) DB-25 male connector, and one (1) DB-13 3-foot Atari 8-bit serial cable (the black disk drive cable).



The pin numbering of the DB-13 is as follows. If you hold the connector so that the row of 6 pins is at the top, and the other 7 pins are on the bottom, the pins are numbered:

112 10 8 6 4 2 \

/13 11 9 7 5 3 1\

1. Cut one end off the cable, so that you have a 13 pin connector at one end and 13 bare wires in the other

2. You now require a male DB-25 connector. These are the 25 pin connectors found at one end of your ST printer cable. Radio Shack sells them cheap.

The DB-25 cables have the pin numbers printed in very small print on the actual connector. If you hold the connector with the 13 pin row on the top and the 1% pin row on the bottom, the pins are numbered as follows:

\ 13 12 11 10 09 08 07 06 05 04 03 02 01 /

\ 25 24 23 22 21 20 19 18 17 16 15 14 /

\---/

The pins you need are 1, 3, 5, 7, 11, and 18. The following table shows which colored wire gets soldered to which pin of the DB-25 connector.

Again, these are usual colors, but vary from cable to cable, so use an ohm-meter to find the exact wires that correspond to pins 2, 3 4, 5, 7 and 10.

13 pin connector color DB-25 serial port function

2 red 3 CLOCK OUT

3 orange 11 DATA IN

4 black 18 GROUND

5 green 5 DATA OUT

7 purple 7 COMMAND

10 blue 1 +5 volts

Sometimes the black wire corresponds to pin 6 rather than pin 4. This is okay since both pins 4 and 6 are GROUND in the Atari serial cables.

3. Once soldered, screw the DB-25 covers over the connector, and use the ohmmeter once again to test the connections. If you made any mistakes, you could fry your ST!

Recently I updated the Quick Transfer Utility and the File Xfer Program, two utilities provided with the ST Xformer II emulator, which are used in conjunction with the Xformer serial cable. Both programs are documented in the ST Xformer User's Manual (October 1, 1988).

Both programs are available, ARCed, on the two ST Xformer support BBSs If you are not yet a user of these boards, the numbers are listed below

ST Xformer supports boards (300/1200/2400 baud, 24 hrs)

Golden Gate BBS, Gatesville, Texas (817)-865-6352

L.U.S.T BBS, London, Ontario, Canada (519)-432-5!44

Online services support

Compuserve - ST XFORMER library in ATARIPRO I am 73657,2714

Delphi - ST databases in the ST Log SIG i am DAREKM

Genie - ST download library 14 I am DAREKM

As always. I can be reached by voice in case you have some problems. My phone number is (519)-747-0386] will be hard to track down over the next few months, so most likely if you call you will get my answering machine. Leave a message and I'll get back to you within a few days.

Remember that the ST Xformer emulator and the Xformer utilities are part of a shareware package, and if you use the software, or build the Xformer cable (which then requires that you use the software), you are expected to register by sending in the $20 shareware fee. If you wish to buy an assembled and tested Xformer serial cable. add $23 US or $28 Canadian. Postage is included.

The mailing address for registering yourself or buying cables is:

Darek Mihocka

Box 2624, Station B

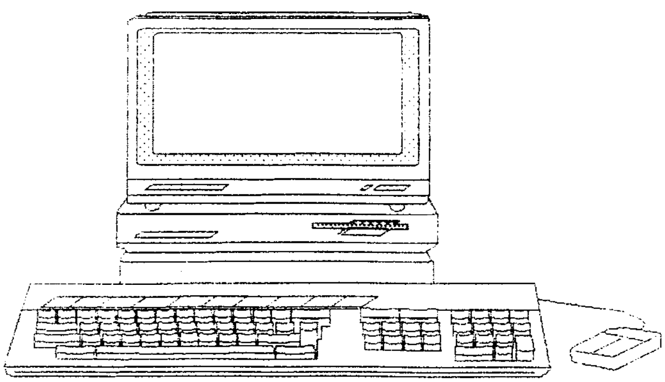
Kitchener, Ontario N2H 6N2

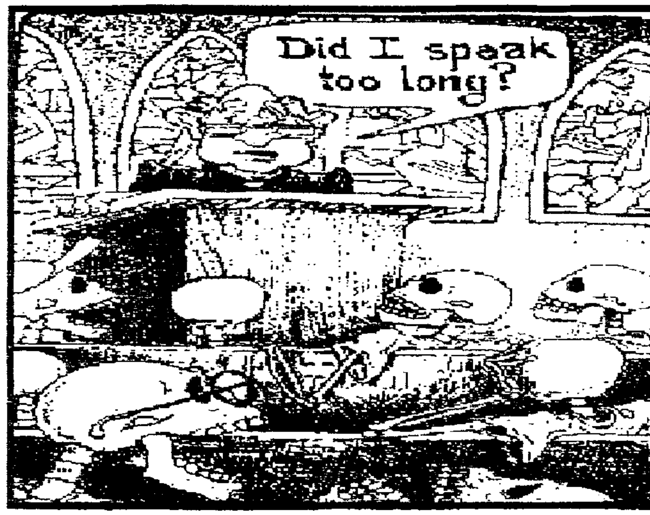
CANADA

if possible, include a mailing label, but don't send a SASE.

Be on the lookout on February 1, 1989, for a major ST Xformer II announcement. I will upload text files to Compuserve and GEnie on that date with availability information of the new 130XE/320XE emulator. The emulator is faster, supports the extra memory of the 130XE, and provides considerably improved disk support. And, it will now work on the 520ST! Full details. February 1.

Registered users: do NOT send in your disks for updating yet. They will just sit around here until February. Wait until the last week of January, then mail in your Xformer disk and $1 to cover return postage, and sometime in February you will receive the updated Xformer software, including the new versions of the File Xfer Program and the Quick Transfer Utility.





Harvey Schoen Gives Another Demo

LIAUG 1989 Meeting Dates

Jan 7	July 1
Feb 4	Aug 5
Mar 4	Sept 9
Apr 1	Oct 7
May 6	Nov 4
June 3	Dec 2

LDW POWER

Review by Boyd Bradford. Secretary. MVACE

LDW POWER is a product of: Logical Design Works, Inc.

780 Montague Expressway. Suite 403

San Jose. California 95131

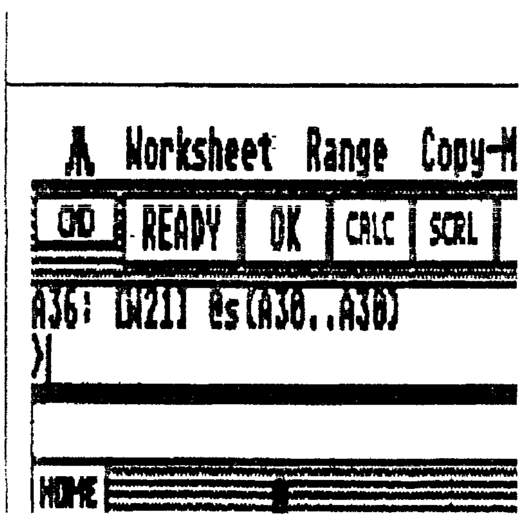
Telephone: (408) 335-1435

Suggested Retail Price: $129.35

Local Discount Pricing: approx. $90

Overview

LDW Power (version 1.03, currently) is a Lotus 1-2-3, Version 2, compatible spreadsheet for the Atari ST series of computers. It is a powerful and versatile package. While it uses a clone of the Lotus command structure, it also successfully implements a intuitive GEM interface, placing the first layer of commands on the GEM drop down menu. LDW Power also has one other outstanding feature: speed! Compared to other spreadsheets available for the ST, this one is truly a joy to use. it scrolls well. and recalculates quickly and efficiently. It also includes a unique capability called Macro Recorder. This feature allows you to create a macro by simply recording all the necessary keystrokes and mouse commands.



Features

What follows is a partial listing of features available in LDW

- Power:
- Worksheet size of 256 columns by 8192 rows.
- Almost 300 commands.
- Over 80 spreadsheet functions.
- 18 different display formats.
- Four windows.
- Graphing capability.
- Note feature: every cell can have a memo.
- Lotus 1-2-3 compatibie.
- GDOS output, Metafile output, Laser printer support.
- Sideways printing.
- Compressed screen mode in High Resolution

At present. I have found only a few weaknesses in this program. The biggest problem for me, is LDW Power's incompatibility with the accessory Turbo ST. However, "Removing" it. even while inside LDW Power, seems to clear up the problems. Also, LDW Power does not allow some range names that are allowed by Lotus, because they contain what could be construed as a cell name, like A1STEAK. It also does not support the Data Matrix and Data Regression. These commands could probably be simulated by other functions if a user really needs them, but they are rather esoteric for the average ST user.

The ASSIGN.SYS file included with the program needs to be modified to work properly. Change the line "31 META.SYS" to "31r META.SYS". GDOS needs the metafile fonts to be resident, so a graph with text can be saved to a metafile. Finally, the sideways function does not work with a DeskJet. I am grateful to Keith Kelley, who demonstrated LDW Power in November, for noting these problems.

Documentation

The manual is well-thought out, very nicely published. Although it would be difficult to learn the use of a spreadsheet from this manual. it is quite adequate if you have some experience with Lotus. It is laid out with an introduction to the GEM interlace first, followed by a thorough explanation of the various cell formats LDW Power supports.

The bulk of the manual is made up of command explanations presented in the order they appear on the menu bar. The next section explains the functions sorted by functional type. Finally. the manual ends with some appendices that cover odds and ends like sidewavs printing, file exchange with 1-2-3. and error messages.

LDW has also kindly included a nice compact two-page fold our reference card that covers function keys, cursor movements, macro commands. mouse actions, and functions. All in all. the manual is quite professional in

presentation. and compiements the program nicely.

Ease of Learning and Use

The difficulty of learning a spreadsheet is comparable to that of learning a new programming language. In essence. spreadsheet is a programming languag .with a wo-dimensionality about it. So, while this program is uite easy to use. it is not easy to become an expert.

In fact, analogous to programming languages again. I would recommend that a user new to either spreadsheets or the 1-2-3 environment go and buy one of the innumerable third-party Lotus manuals available at must any good bookstore. This way, you can learn to program spreadsheets like a professional.

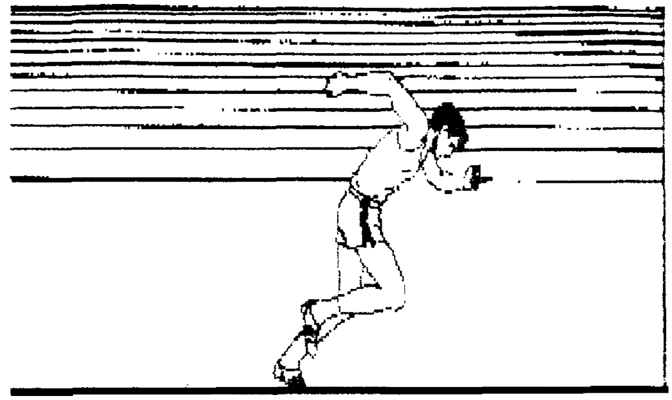
Conclusions

I highly recommend this program to any of you who might be looking to buy or upgrade. I believe it is the best spreadsheet currently available for the ST. It is functionally identical to Lotus. yet gracefully and intuitively integrates the ST's graphic environment.

It is from a company with a good reputation. and is very reasonably priced. In fact this is the kind of software that fits the ideal of "Power without the Price!" (Pun unintentional. ha!)

Thanks to Microtyme for the review copy. I was impressed with this program so much. that I went and bought my own.





PC–DITTO UPDATE

PRESS RELEASE January 1989

Ginny Teal

Avant-Garde Systems

(904) 221-2904

FOR IMMEDIATE RELEASE

AVANT-GARDE SYSTEMS ANNOUNCES UPGRADE POLICY FOR pc-ditto OWNERS

JACKSONVILLE. Florida, January 1. 1989 -- Due to popular request, Avant-Garde Systems now announces its upgrade policy for owners of our highly successful IBM PC(tm) emulator. pc-ditto.

Later this quarter. Avant-Garde will announce its next product, **pc-ditto II** – a hardware-based PC emulator which runs at the 4.77MHz speed of the IBM PC XT(tm) To thank those consumers who have supported us, registered owners of pc-ditto will receive a discount coupon worth 50 percent towards the purchase of pc-ditto II.

To receive the coupon. pc-ditto owners must register their product with Avant-Garde by returning their product registration card (included with each pc-ditto package). Also, owners of pc-ditto Version 2.0 should register now to receive their next update to pc-ditto, Version 3.01,free. The discount coupons will be mailed just prior to the announcement of pc-ditto II and will be good for six months following the date of announcement.

Avant-Garde Systems is a firm specializing in advanced hybrid technologies for total computer compatibility on microcomputer, minicomputers and mainframes. The company is located at 381 Pablo Point Drive. Jacksonville. Florida 32225.

PANASONIC KX-P1124 PRINTER

A Hardware Review

By Gene Driskell - MVACE

This is a review of Panasonic's latest entry on the 24-pin printer market. Although earlier and more expensive 24-pin models from this company were built **with 15" carriages,** this model has a 10" carnage that accepts fanfold paper/labels fmm 4" to 10" in width. Single sheets or #10 business envelopes can be triction fed through the front of the machine.

While thesuggested list price is $529.95, I've seen one advertisement offering this item at about $320. An excellent price tor lots ot versatility.

o r the pan few months I had been researching computer magazines rcr data on low-end, 24-pin printers. I found a very comprehensive review of low. medium, and **high priced 24-pin** printers in the April '88 issue ot BYTE. The December '88 issue of Computer Shopper also carried 3 concise report on this 24-pin printer.

What a surprise it was, after just reading that report, to walk into a November MVACE meeting and see that Steve Schoemann had that very latest Panasonic model on display.

Seeing the actual machine and noting the many features described in its accompanying manual plus an attractive, introductory price orier from Steve **hooked me.** Previously I had just about decided on purchasing an Epson LQ-500. The KX-P1124, however, is offered at about the same price and provides so many more features. My oid 9-pin Epson has been a verv reliable workhorse, but Panasonic also has a reputation for producing rugged and reliable printers. So it was 3 **happy,** ole boy with a great, new toy who left ihe MVACE meeting that day.

in order to place my comments in the proper perspective, one must recognize that my limited experience has been with an Epson RX-80 that **has** principally **been** used in the past two years for correspondence and with onlv occasional sorties into graphics.

I **was** happy to see that it is no longer necessarv to liftthe cover of the printer and set up selections with dip switches. Instead, a wide choice of features is available from the front panel, By pressing a Row switch and/or Column switch, one can step through 3 5x6 matrix to select from six different fonts,proportional spacing of characters or fixed pitches varying from 10 through 20 cpi. six different **form lengths,** line spacings varying from 4 to 12 per inch. margins, a half-speed "quiet" mode, or from three macros. These print setting macros permit the user to store desired settings in a non-volatile memorv: makes for easy set-up.

Paper can be ied in rhrorieh rhe tront. bottom, or rear of the printer. Tractor feed permits either Push or Pull operation.

Friction feed is also available. When using the Push mode with fanfold paper one can push a few switches and automatically "park" that paper and load in a single sheet/enveiope with friction feed. After completing that operation you can push 3 few more buttons to eject the single sheet and automatically re-load the fanfold paper. Switching between fanfold and single sheet is thus simplified.

I liked the fact that several letter quality fonts could be selected from the front panel. These are titled Courier. Prestige, Bold PS, Script and Sans Serif. Also selectable is draft copy at 192 cps for Elite characters or 160 cps for the larger Pica print. In the letter quality mode the nre. is 63 and53 cps, respectively. Furthermore, you can massage the printed character with the usual variations such as italics, double height, double width, double strike, emphasized, and underline.

By combining the various fonts, pitches, and enhancements one can create more than 5500 different type styles. Decisions, decisions, decisions!

Software support should not be 3 problem since this printer emulates both the Epson LQ 2500 and the IBM Proprinter X24. Using the 9-pin Epson driver already in use in my ST Writer program I had nu difficultv in outputting letter quality print.

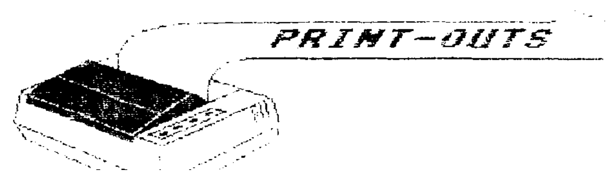
As to graphics, I have not done significant testing in this area. A dump. however, of some clip art from PrintMaster was nicely detailed. With a capability of 360 dots/inch one should be able to get good resolution in the graphics mode.

The only item in this package, to date, that has beenunimpressive is the documentation. The booklet furnished with the printer is titled "Operating Instructions". It definitely isn't a tutorial for using the machine. By contrast, the User's Manual for my relatively simple RX-80 is twice as thick as the Panasonic document for their much more complex KX-P1124. There is an 8 page index in the former, but only a 2 page index in the latter. I spent lots of time flipping pages and scratching the ole bald head in order to gain a decent level of familiarity with this printer. In the end I finally found all theinformation I needed. It was there somewhere: just a matter of digging it out.

However, should the problems become more confusing than amusing, a toll free telephone number is listed inside the back cover tor their tech support office.

I am well pleased with this printer; I have no post-purchase regrets. In an evaluation one must consider the letter quality print it offers, its flexibility, the ease of operation, its price, and the Panasonic reputation for ruggedness in its printers. If you are in the market for a 24-pin, letter quality printer in this price ranee, assess the value of the many features of the KX-P1124 against your specific requirements. This may very well be just the printer you need.

It certainly filled my need for a suitable Christmas present for the wife. Completely compatible with the ST I bought for her Christmas present two years ago. True love and the yuletide spirit knows no bounds!



The President's Column Mar. 1989

by John I. Aalto, Jr.

SPIRALS

My favorite position in the club has been Secretary. I was LIAUGs' first secretary and so I've been a sort of historian of LIAUG. For instance, I remember the "roving" meeting days. From that first organizational meeting at Pat Downs house <May 20, 1984>, the result of a BBS message Pat posted. to Sundays at the Stage Door bar and finally to LIAUG's fourth year at the IYesconset Library cas of Feb. 2. 1985>.

After live years of involvement you get to see the up and down cycles of being an Atari owner. But you also notice the upward spiral as to where we are compared to where we've been. Participation is no longer limited to the enduring few. Pat Mulvey, our former prez, deserves this "LIAUG Man of The Year". Wow, did he give LIAUG his all. But I'm sure that Pat would agree that our resolve as a group has much to do with our current upward cycle. We want LIAUG to be our Atari standard bearer.

As a group we seem to be fleshing out a sort of template of user group "dos and don'ts". No matter what, do have new and useful demos. If you do that you'll have a core group of enthusiasts. We may yary on how good we're doing on PR or other basic club pomp and circumstance, but that core is always a good foundation to a long lasting club. Don't lose perspective on what we are, a flock of Atarians who love getting to together ior one Saturday afternoon a month to pursue our passion.

So here we be! The newsletter no longer suffers from irregularity! The BBS is again the flagship of the LI Atari community! We have a backlog of people wanting to demo the latest of XE and ST soft and hardware. Our ST public domain library continues to rapidly expand and our XE library is starting a reorganization to distill the best and included the latest!

In a final note let me congratulate the Ol' Hackers on their recent third anniversary! LIAUG has always had good relations with the Ol' Hacks and I personally wouid like to thank Alex Pignato for his endless efforts on behalf of the eight-bit Atari users. I remember when Alex and I ran into each other at a Ken Gordon computer fair at Colony Hill. His spirit was infectious then and was later reflected in the activities of Long Island's other great user group. Our groups are a good example of a "win-win" situation in the various info that gets passed back and forth all to the benefit of LI Ataridom.

"Common Computer Terms'
By Harvey Schoen
February 22, 1989

WORD WEST (c)1988 ARTISAN SOFTWARE

I	H	S	I	O	L	R	K	O	E	Z	S	G	E	G	Z	N	H	S	C
R	D	F	C	M	T	I	E	B	X	M	B	U	L	P	N	L	C	B	Y
P	T	E	U	N	E	M	Y	S	I	E	A	D	A	E	A	I	E	R	L
G	R	C	R	E	Y	M	B	N	O	O	C	I	F	I	N	I	Y	U	H
S	D	U	E	G	A	O	O	S	T	L	K	G	U	O	E	N	S	Z	W
E	D	R	S	R	E	N	A	R	H	O	U	I	R	R	E	I	E	R	O
O	T	S	G	O	O	I	R	E	Y	L	P	T	D	H	E	O	M	S	V
R	F	O	R	M	A	T	D	S	B	R	N	A	I	M	L	E	W	T	V
C	R	R	O	O	Z	O	O	E	D	E	U	L	S	O	B	Y	Y	I	L
P	R	F	X	O	E	R	R	R	C	D	Y	K	K	I	N	U	Y	H	B
Q	S	O	M	X	H	E	O	I	E	N	I	H	D	L	O	E	H	R	M
Q	P	C	E	T	G	P	S	A	M	A	K	E	R	U	B	U	R	Y	T
H	I	B	F	U	H	K	S	L	L	M	C	I	I	N	A	R	G	U	E
T	N	E		S	E	M	E	D	O	M	I	A	V	K	S	X	P	O	C
D	E	K		H	D	L	C	Y	R	O	T	C	E	R	1	3	I	E	A
A	E	E		O	L	C	O	G	T	C	S	O	B	J	C	T	L	G	X
E	A	E	Q	A	G	H	R	U	T	M	Y	M	E	A	U	A	T	P	E
O	Y	C	R	N	U	D	P	M	O	D	O	E	I	L	E	E	A	Q	S
A	T	A	P	F	O	O	E	H	D	L	J	H	A	O	D	A	E	E	I
A	P	L	R	L	G	H'	T	E	A	J	I	D	N	I	K	I	E	I	C

BACKUP	DISKDRIVE	MONITOR
CASLC	FORMAT	PARALLEL
CENTRONICS	JOYSTICK	PROCESSOR
COMMAND	KEYBOARD	PROGRAM
CURSOR	MEMORY	RESOLUTION
DIGITAL	MENU	SERIAL
DIRECTORY	MODEM	

Closing by the editor

The Long Island Atari User Group will be celebrating its 5th anniversary this coming May. We are planning to have a special meeting that month. So mark your calendar for Saturday, May 6 and plan on coming down to help us celebrate.

SUPER 3D PLOTTER II

By: R. Constan c1985

★ ★ BEYOND BELIEF! ★ ★

If you have any interest in 3D computer animation and image design, get ready to watch your so-called "game machine" out-perform every 8-bit machine on the market today! SUPER 3D PLOTTER II is a complete 3D image design, display, and animation package for your Atari computer. Thanks to some new and very powerful "natural" algorithms developed by Elfin Magic, detailed hi-res images can be rotated and maneuvered at an amazing projection rate of 3 to 6 screens per second! This is the kind of animation that was considered impossible for an Atari. Believe it!! THIS PROGRAM ALLOWS MORE REAL TIME CONTROL THAN ANY CURRENTLY AVAILABLE 3D SYSTEM FOR ANY-8 BIT W H I N E . SUPER 3D PLOTTER II also contains two full-featured, memory-resident editors: Enter your images via numeric data, or right on the screen with a joystick! Here are just some of the truly amazing features of this package.

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23 Brook Place, E. Islip, NY 11730



FOR ALL 8-BIT ATARI COMPUTERS
WITH 48K AND DISK DRIVE.
PRINTER OPTIONAL

—SOFTWARE WITH IMAGINATION—

CIRCUIT DATABASE II

This is an enhanced version of the electronic circuit (SCHEMATIC) drawing program I presented in the Nov. 1984 issue of ANALOG Computing. This program allows easy design and editing of electronic circuits; and storage of up to 60 complete, labeled diagrams on a single side of a disk! This new version includes several added circuit symbols, plus a special "TEXT TO HI-RES" converter, which produces neat, vertical printouts on any dot-matrix graphics printer having a vertical printhead. The editor is so friendly, you can almost draw your circuits on screen faster than you could scribble them out with pencil and paper. And, it's written in plain, listable Atari BASIC, with full documentation on all machine language routines (USR calls), so you can use them in your own programs. CIRCUIT DATABASE II is a must for anyone concerned with the electronics field, from weekend hobbyist to professional. In fact, in today's world of fast-moving technology, it is almost unthinkable that you (or your children) will never be exposed to electronic circuits in some form. Now, you can be ready—and at a price you can't resist.

ONLY **$12.95!** OR SEND S.A.S.E. FOR MORE INFO AND SAMPLE PRINTOUTS!

LONG ISLAND ATARI USER GROUP

MEMBERSHIP APPLICATION

To apply for LIAUG membership fill out the following application and bring it to the next meeting, or mail it (including check or money order) to:

The Long Island ATARI users group
PO BOX 92
ISLIP, NY 11751

The current dues are $15.00 yearly, plus $5.00 additional to receive all mailings, including the newsletter), Make checks payable to 'The LIAUG'.

First name: ______________________ Last name: ______________________

Address: ____

City: ______________________ State ______ Zip: ______________

Phone #: ____

Your system (please be specific):

Computer: 400 600 800 800XL 65 130 520 1040 MEGA

Memory: ________ K Cassette: ________ Disk drives ________________

Modem: ________ Interface: ______________________ Printer: ________

Other: ____

What languages are you familiar with? ______________________________

____

In what areas would you like to learn more about your computer system?

____

For Liaug use only: Rec'd ___/___/___ Amt.________ Dx ___/___/___ TYL: ___/___/___ Card Y/N ML Y/n Mail / BBS / Meet



Come on down to visit with us at our next meeting April 1, 1989

The LIAUG Lighthouse
P.O. Box 92
Islip, NY 11751

First Class Mail